

ABSTRACT OF THE DISCLOSURE

The present invention provides a communication system for a manager for managing a game to acquire information required for proceeding with the game from guests playing the game while staying in their guestrooms. A communication system 1 comprises a controller 12 within a first communication terminal 10 for managing whether a game ball is about to be introduced to a game board or not; a display device 23 within a second communication terminal 20 for displaying that the game ball is about to be introduced to the game board according to information managed by the controller 12; a controller 25 for acquiring an identifier of a pocket expected to receive the game ball and guest-specific information inputted by the guest 61 according to the display device 23; an output device 16, disposed in a game arcade, for outputting the information to a manager 51; and a local area network 71 existing between communication terminals 10, 20.